Christopher Robinson

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Core Skills:

- C#
- C++
- Java
- JavaScript
- Angular
- Git
- Calculus
- Algorithms
- Unity & Unreal

Experience:

Game Designer/Developer | Neumont College | April 2019 – Current | Salt Lake City, UT

- Building interactive experiences and games for a tv-sized touch screen interface
- Short development cycle, 2-5 weeks per game
- Built in Unity, using C# as a scripting language
- Restricted creative space, the only input allowed is touch.

Developer | AdvancedMD | January 2019 – March 2019 | South Jordan, Utah

- Built an Angular application for adding a new patient in a practice manager.
- Built in Angular (typescript and html) over 10 weeks to replace a legacy screen.
- Gained experience working in a real development environment and learning and following set procedures and standards.
- Integrated into an already established team.

Developer | Senior Capstone Project | Neumont College | October 2018 – December 2018 | Salt Lake City, UT

- Built a photo management tool to help sort and organize photos, with a focus on ease of use.
- Built in C# and WPF over a period of 10 weeks.
- Gained knowledge of image metadata standards, and asynchronous functionality in C#.
- Gained a better understanding of scoping and managing a larger project.

Academic Coach | Neumont College | September 2017 – Current | Salt Lake City, UT

Academic Coach since September 2017. Guided students in finding solutions using their own knowledge. Tutored for a variety of coding classes as well as math classes.

Education:

Bachelor of Science in Software and Game Development, August 2019
Neumont College of Computer Science, Salt Lake City, Utah

Core Classes:

- C++ Programming
- Principles of Software Engineering
- Algorithms & Data Structures
- Interactive Web Development
- Databases
- Linear Algebra
- Game Libraries
- Computer Graphics
- Artificial Intelligence
- Advanced Game Physics